

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A simulator which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the simulator comprising:

a simulation calculation section which performs a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating section;

a vibration mechanism control section which drives the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred; and

a vibration condition setting section which receives a vibration condition setting which specifies the vibration occurrence simulation state, by an operational input from an operating section for vibration condition setting,

wherein the vibration condition setting section performs condition setting processing to receive a setting of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein the vibration mechanism control section drives the vibration mechanism relating to the set vibration content, when the vibration occurrence simulation state specified by the vibration condition setting occurs.

2. (Original) The simulator as defined by claim 1,

wherein the vibration condition setting section performs condition setting processing to display a vibration condition setting image on a display and receive the vibration condition setting by an operation input from the operating section for vibration condition setting to store in a storage section.

3. (Currently Amended) The simulator as defined by claim 1,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section synthesizes a plurality of the vibration contents that have been set by the vibration content setting section and controls the vibration mechanism.

4. (Currently Amended) The simulator as defined by claim 2,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section synthesizes a plurality of the vibration contents that have been set by the vibration content setting section and controls the vibration mechanism.

5. (Currently Amended) The simulator as defined by claim 1,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section controls the vibration mechanism in accordance with degrees of priority assigned to the simulation states.

6. (Currently Amended) The simulator as defined by claim 2,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section controls the vibration mechanism in accordance with degrees of priority assigned to the simulation states.

7. (Currently Amended) The simulator as defined by claim 3,

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration mechanism control section controls the vibration mechanism in accordance with degrees of priority assigned to the simulation states.

8. (Currently Amended) A method of controlling a simulator which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the method comprising:

~~a simulation calculation step in which performing~~ a simulation calculation is ~~performed~~ to manipulate a simulator object in accordance with an operational input from an object operating section;

~~a vibration mechanism control step in which driving~~ the vibration mechanism is ~~driven~~ on condition that a predetermined vibration occurrence simulation state has occurred; and

~~a vibration condition setting step in which receiving~~ a vibration condition setting, which specifies the vibration occurrence simulation state, ~~is received~~ by an operational input from an operating section for vibration condition setting,

wherein when receiving the vibration condition setting, which specifies the vibration occurrence simulation state, the vibration condition setting step includes performing condition setting processing is performed to receive a setting of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein when driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred, the vibration mechanism control step includes performing processing to drive the vibration mechanism is performed relating to the set vibration content when the vibration occurrence simulation state specified by the vibration condition setting occurs.

9. (Currently Amended) The method of controlling a simulator as defined in claim 8, further comprising:

~~wherein the vibration condition setting step includes performing condition setting processing to display a vibration condition setting image on a display and receive the vibration condition setting by an operation input from the operating section for vibration~~

condition setting to store in a storage section when receiving the vibration condition setting, which specifies the vibration occurrence simulation state.

10. (Currently Amended) The method of controlling a simulator as defined in claim 8, further comprising:

~~wherein the vibration mechanism control step includes synthesizing a plurality of the vibration contents that have been set in the vibration content setting step and controlling the vibration mechanism when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate,~~ at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

11. (Currently Amended) The method of controlling a simulator as defined in claim 9, further comprising:

~~wherein the vibration mechanism control step includes synthesizing a plurality of the vibration contents that have been set in the vibration content setting step when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate ,~~ at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

12. (Currently Amended) The method of controlling a simulator as defined in claim 8, further comprising:

~~wherein the vibration mechanism control step includes controlling the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate,~~ at the time of driving the vibration mechanism on condition that the vibration occurrence simulation stat has occurred.

13. (Currently Amended) The method of controlling a simulator as defined in claim 9, further comprising:

~~wherein the vibration mechanism control step includes controlling the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate,~~ at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

14. (Currently Amended) The method of controlling a simulator as defined in claim 10, further comprising

~~wherein the vibration mechanism control step includes controlling the vibration mechanism in accordance with degrees of priority assigned to the simulation states when a plurality of the simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate,~~ at the time of driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred.

15. (Original) A program for implementing the method as defined by claim 8.

16. (Original) A program for implementing the method as defined by claim 9.

17. (Original) A computer-readable information storage medium which stores the program defined by claim 15.